

FIG. 1 is a block diagram of a computer system 100. The system 100 includes a processing unit 120, system memory 130, and various interfaces and peripheral devices. The system memory 130 is divided into non-volatile memory interfaces 140 and 150, and volatile memory interfaces 160 and 170. The processing unit 120 is connected to the system memory 130 and the interfaces. The system memory 130 includes BIOS 133, operating system 134, application programs 135, other program modules 136, and program data 137. The non-volatile memory interfaces 140 and 150 are connected to removable non-volatile memory interfaces 141 and 151. The volatile memory interfaces 160 and 170 are connected to the network interface 171. The network interface 171 is connected to a local area network 171 and a wide area network 173. The wide area network 173 is connected to a remote computer 180 and remote application programs 185. The system 100 also includes an output peripheral interface 190, a video interface 121, a monitor 191, a printer 196, and speakers 197. The system 100 also includes a user input interface 161, a modem 172, a keyboard 162, a pointing device 161, and a microphone 163. The system 100 also includes a program data 147, other program modules 146, application programs 145, and an operating system 144.

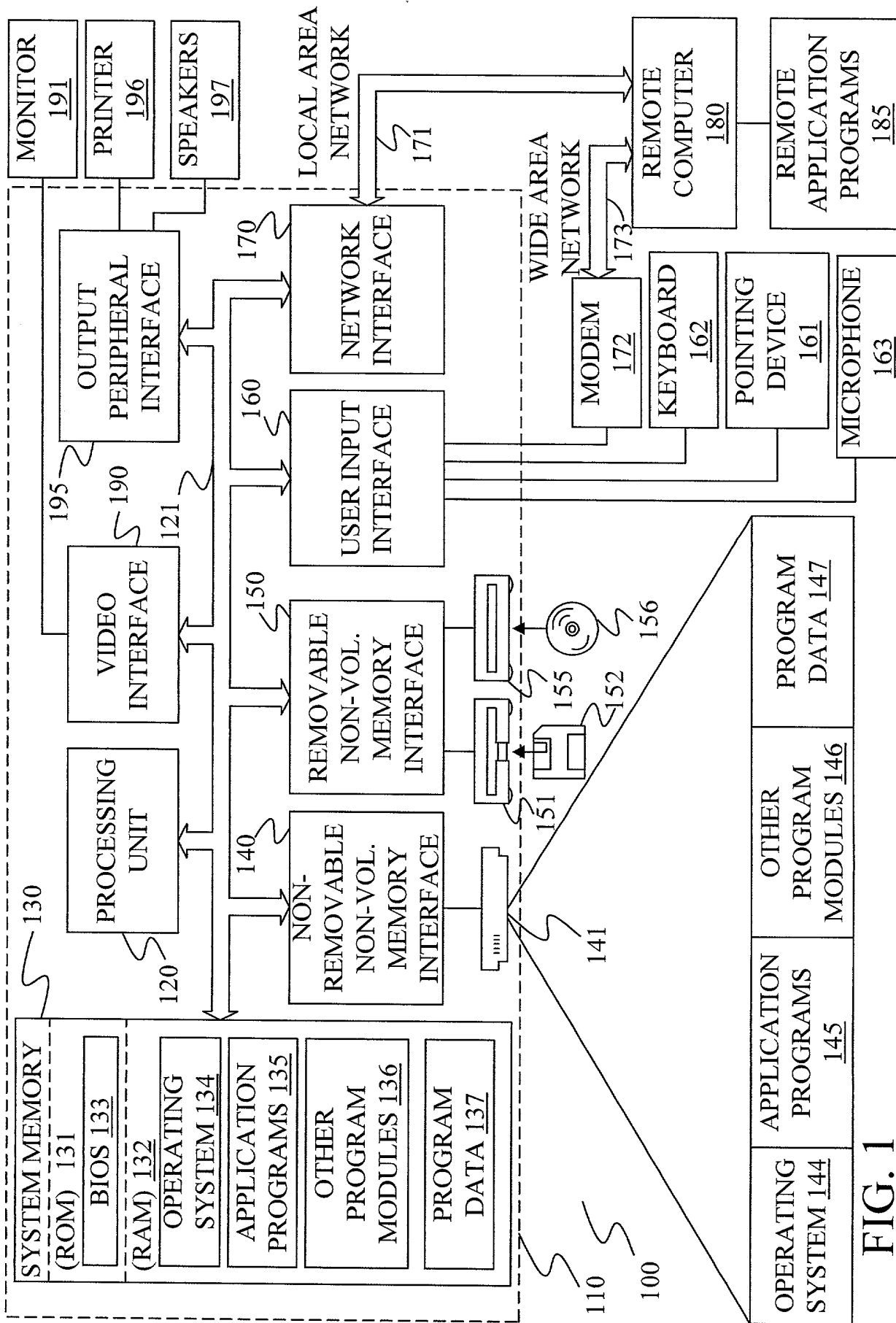


FIG. 1

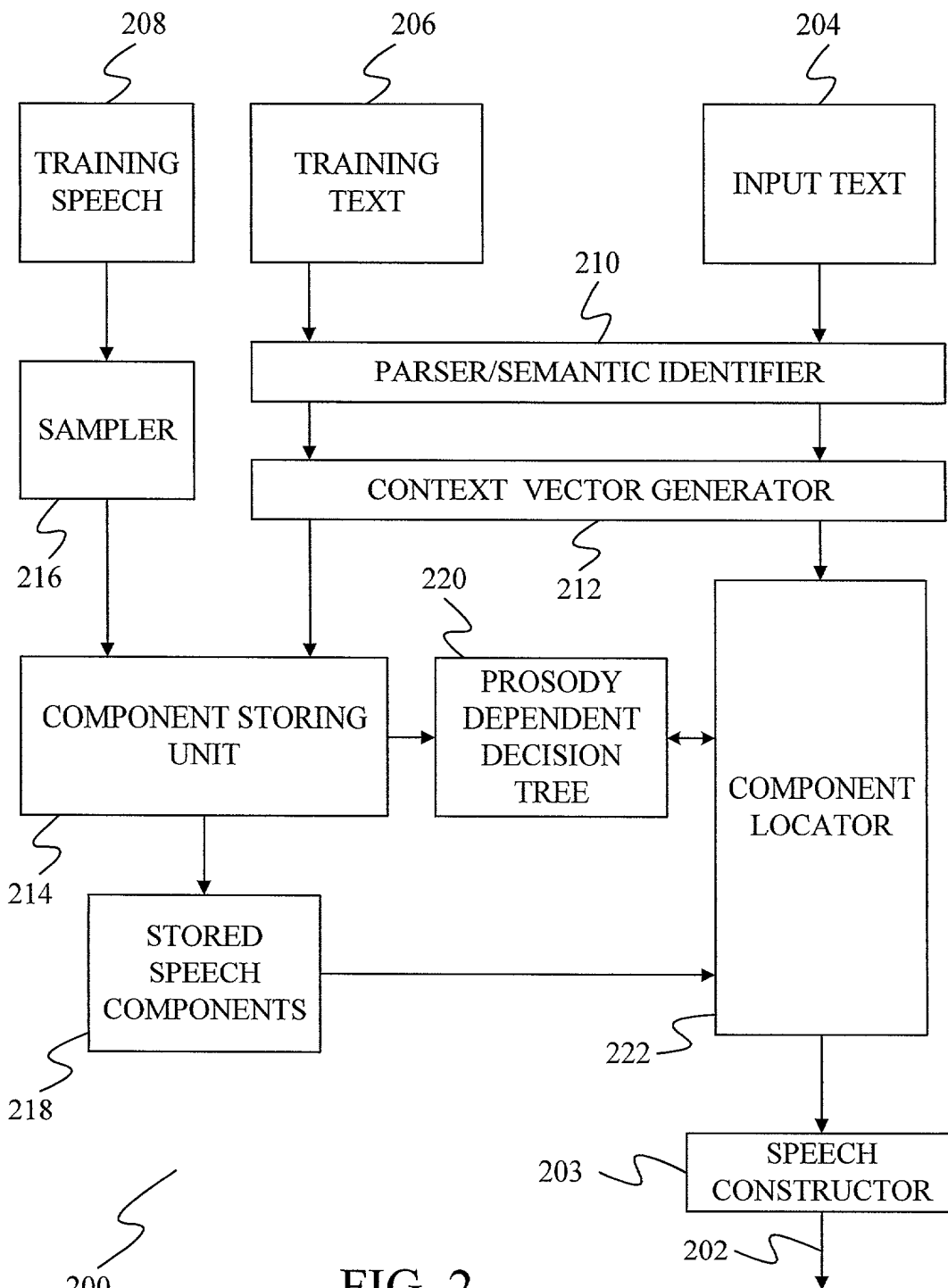


FIG. 2

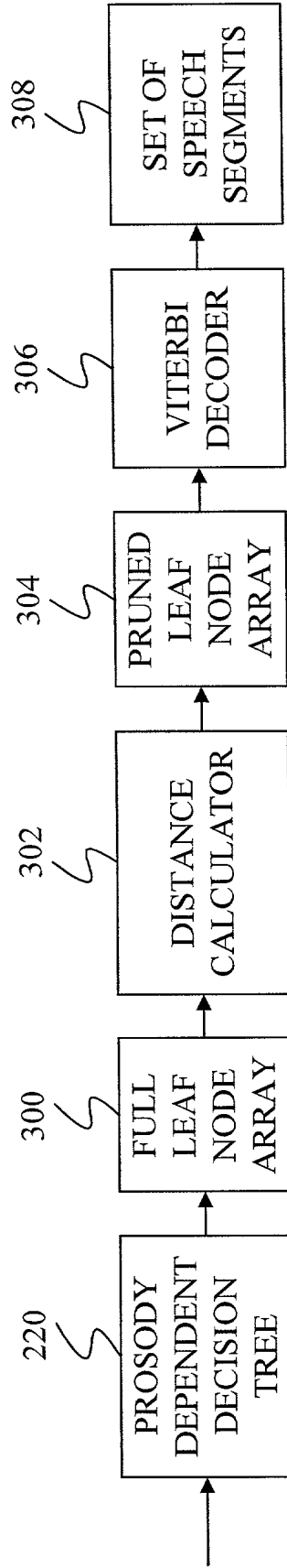


FIG. 3

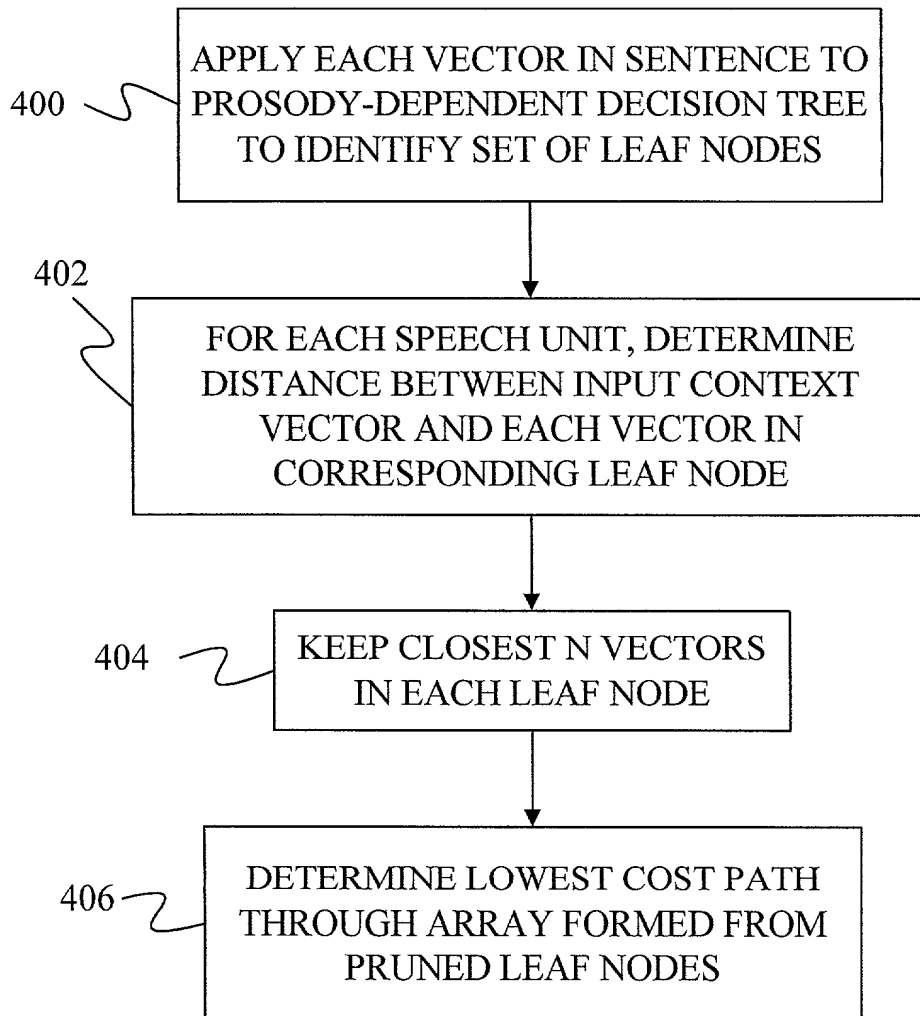


FIG. 4

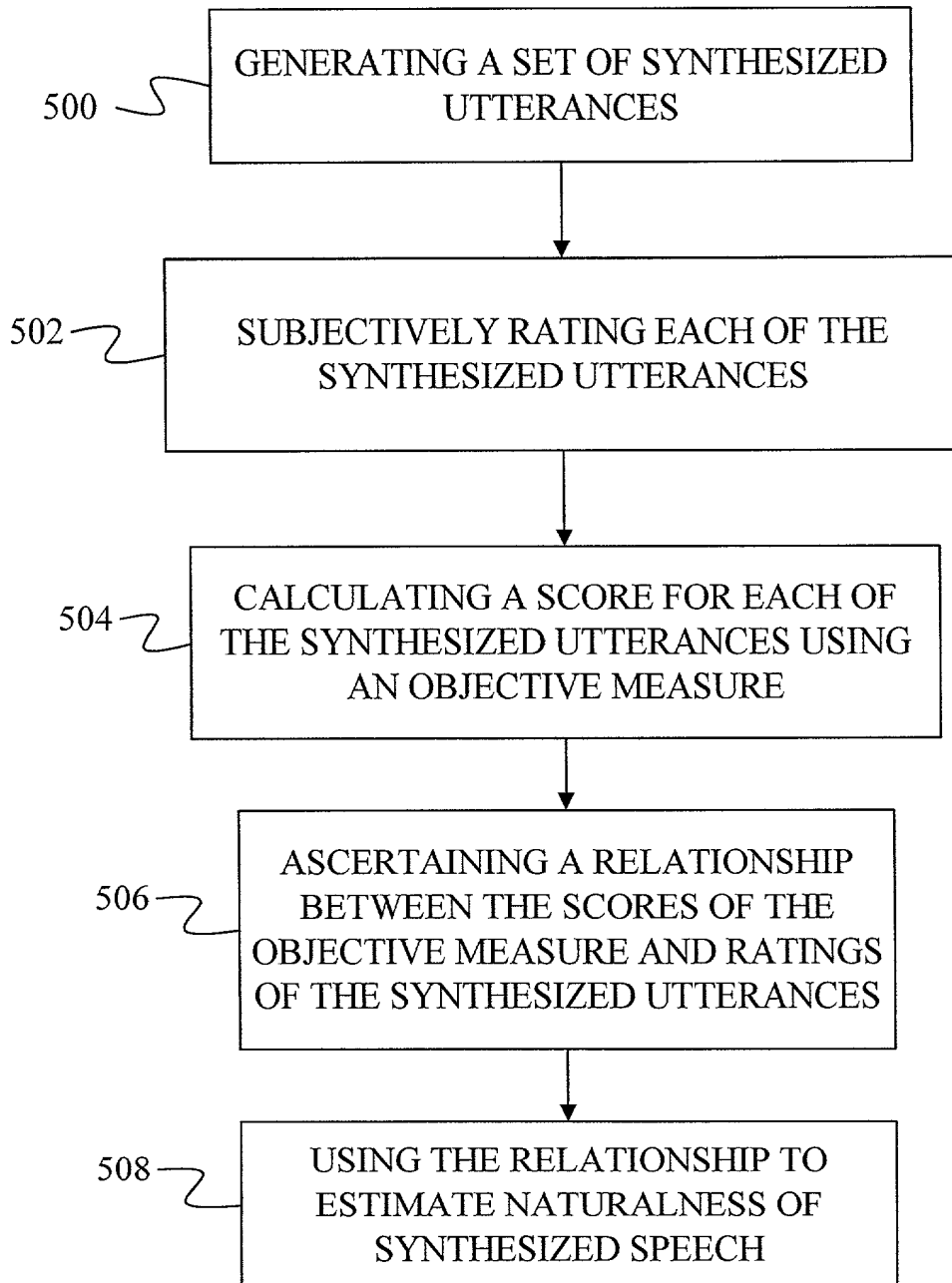


FIG. 5

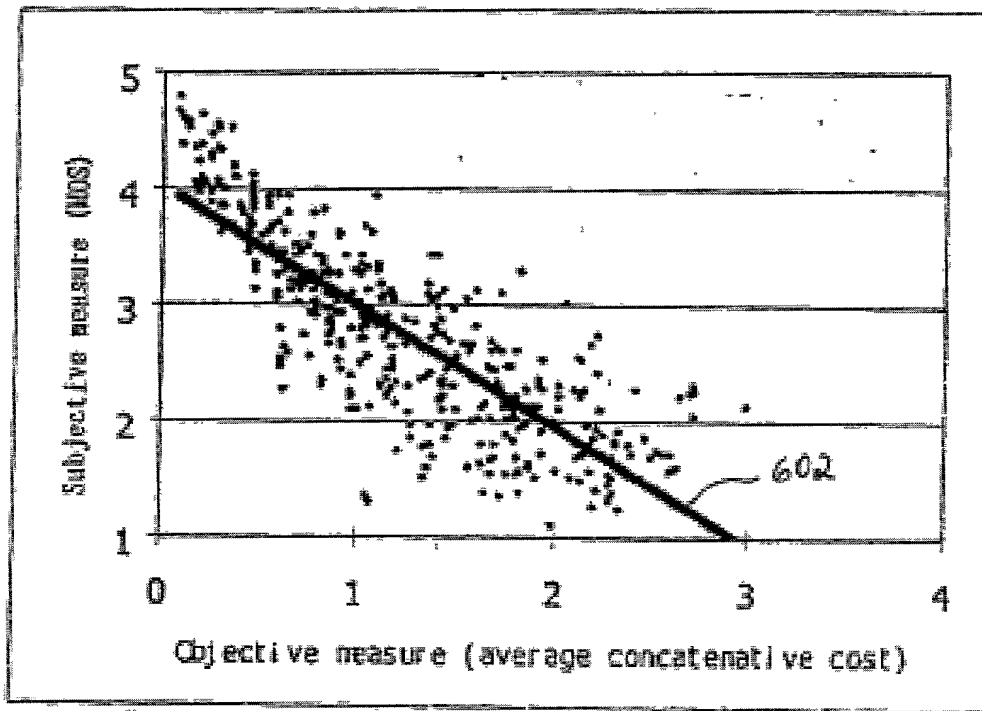


FIG. 6